

SERENGETI

Rule Book

Game Setup

General Components

1. **Animal Cards:** Shuffle the cards and place them on a deck face down. Draw the first three cards and place them face-up within reach of all players. If two or more cards are the same, discard the repeats and draw until all three cards are different.
2. **Action Cards:** Shuffle the cards and place them on a deck face down.
3. **Workers:** Place each worker face-up where all players can reach them.
4. **Vehicles:** Place each vehicle face-up where all players can reach them.
5. **Calendar:** Starts in January (set counter to 1) of the first year.
6. **Player Tokens:** All player tokens start at the center of the board.

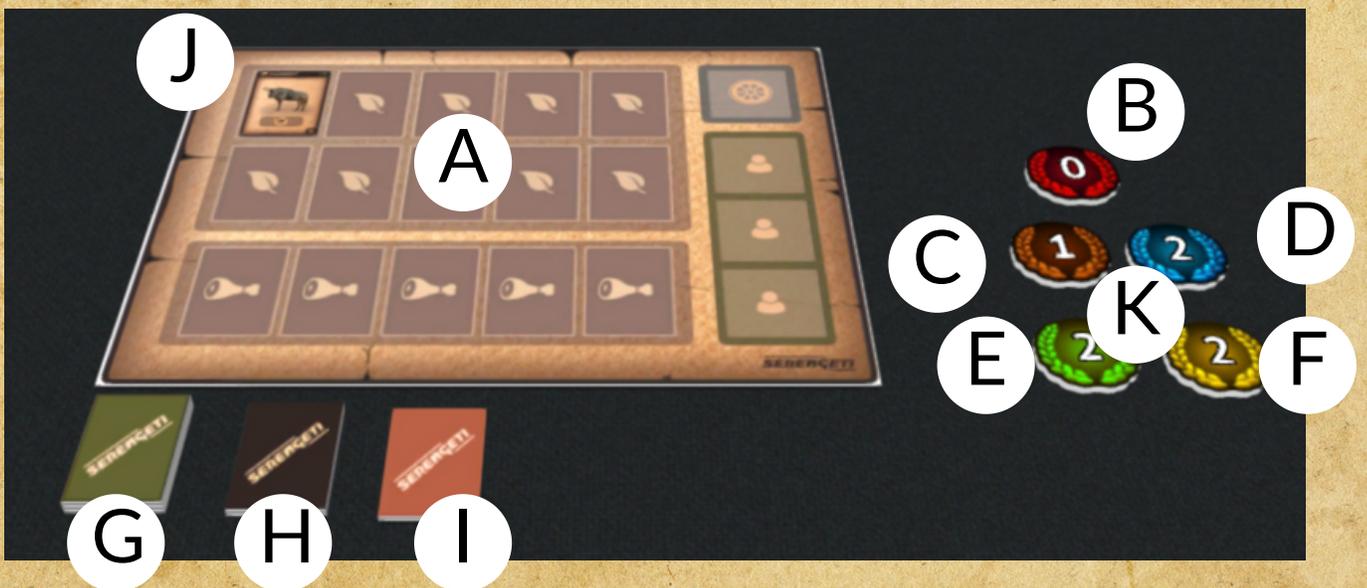


Game Setup

Player Components

Each player starts the game with:

- A. 1 personal mat which will represent their park.
- B. 1 red counter for points.
- C. 1 brown counter for trees.
- D. 1 blue counter for water.
- E. 1 green counter for grass.
- F. 1 yellow counter for coins.
- G. 5 random safari cards.
- H. 3 random animal cards.
- I. 2 random action cards.
- J. 1 wildebeest face-up in the first spot of their park.
- K. 1 tree, 2 grass, 2 water and 2 coins.



Playing Serengeti

Welcome to Serengeti, where wild animals roam free.

In this game for 2-4 players, you will need to use your skills managing a new park for four years. In that time, you will need to increase your park's popularity (points) adding new animals and hosting different safaris. Are you ready to be the owner of the most attractive park?

General Structure

The game is divided into 4 stages, representing 4 years, with the following structure:

- They begin in January and end in December.
- Each month every player, starting with the one with the first player token and continuing clockwise, move their pawn on the board and perform an action.
- After all players have performed an action, the calendar passes to the next month. Each round in the game represents one month of the year.
- After all players have had a turn in December, the year is over and you must perform end of year events.

When the fourth year is over, each player receives end game points and the game is over. **The player with the most points is the winner!**

The Big Five

To play Serengeti you must be familiar with the African "*Big Five*": the rhinoceros, lion, buffalo, leopard and elephant.



In Serengeti, you receive extra points at the end of the game if you have them in your park. So be on the lookout for the Big Five and make sure to try and play them!

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Playing Serengeti

Turn Structure

When it's your turn, you must do the following steps in order:

- Move your token on the board.
- Choose whether to perform the action shown on the tile where you finished your movement (primary action) or perform a basic action (obtain one grass, one water, or one coin).
 - If there are other players on the same tile you must pay each one a coin to perform the primary action, except on the center tile (Safari).
 - If you decide to do the basic action, you don't have to pay.
- Perform the corresponding action.
- If after you completed your action there are less than 3 animal cards face-up, you must draw, discarding repeated animals, until there are 3 different animal cards face-up.
- After the last player has had a turn, advance the calendar to the next month. If you are in December, perform end of year events.

End of Year Events

After all players have had a turn in December, the year is considered over and you must do the following:

- Discard the 3 face-up animal cards and replace them with 3 new cards. Discard repeated cards until all 3 cards are different.
- Set the calendar to January (1) and increase the year counter by 1.
- Rotate the first player token to the left. This will be the player who starts this year.

If you are in the fourth and final year you may ignore these steps.

End Game Scoring

The game ends when all players have had a turn in December of the fourth year. **After this each player adds the following points to determine the winner:**

- 1 point for every 5 coins remaining
- 1 point for every 5 resources remaining
- 5 points if they have 10 species of herbivores in their park
- 5 points if they have 5 species of carnivores in their park
- 1 point for every herbivore species in their park.
- 2 points for every carnivore species in their park.

Big Five Points

- 2 points for every Big Five animal in their park.
- Points depending on the number of different species of the Big Five in their park according to the table at right.

End Game Scoring

5 :

5 :

10

5

Big Five Species

#	0	1	2	3	4	5
	0	1	3	5	7	10

Example of Big Five Points:

If at the end of the game a player has 3 lions and 2 buffaloes in their park, he will receive 2 points per animal:

$$3 \times 2 + 2 \times 2 = 10 \text{ points.}$$

Also, as he has two different species (lion and buffalo) he will receive 3 more points according to the table.

Table:

One species - 1 point, two species - 3 points, three species - 5 points, four species - 7 points, and if you have all the Big Five species you receive 10 points.

Movement

There are four ways to move on the board:

- **Regular movement:** You may move to any tile adjacent to your current tile.
- **Flight:** If you are in an airport (marked with a plane on the board) you may pay one coin to move to any other airport.
- **Use a vehicle:** If you have a vehicle that permits two movements (Motorcycle or Turbo Jeep) you may move two spaces.
- **Play an action card:** You may play a movement action card. Pay the price of the card, then move according to the instructions on the card.

You can't combine two movements in one turn.

For example, if you have a vehicle that allows moving two spaces, you can't move two spaces to an airport and then take a flight. The inverse is also true, if you take a flight, after landing at the other airport, you can't use another movement.

You must move in each turn. You can't stay on your current tile, unless you play an action card (Campsite) that allows you to stay there.



Flight example.



Regular movement example.

Resources and coins



Grass



Water



Trees

In Serengeti you will need resources to create an extraordinary park. Resources are used to play animals in your park.

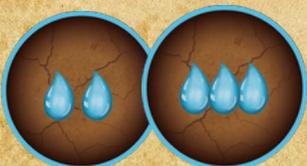
You will also need coins. These are used to play action cards, buy vehicles, hire workers, or pay other players. Coins are not considered a resource.



Coins

Actions

In each turn you may perform the action indicated on the tile where you finished your movement. This is called the primary action. If there are other players on the same tile, you must pay each of them one coin to perform the primary action except on the center tile (Safari). The primary actions are:



Take 2/3 water tokens



Take 1/2 tree tokens



Take 2 coins



Take 2/3 grass tokens



Take a total of 2 coins or resources



Draw animal card



Play animal card



Draw and play animal card



Draw 2 action cards



Play action card

Alternatively, you may perform the basic action on any tile, where you may obtain one coin, one water or one grass. When doing this you don't have to pay other players on the tile.



Buy vehicle



Hire worker



Do a Safari

Animal Cards

Animals are the most important thing in Serengeti. Each animal has a cost and gives you different benefits when playing it in your park. The following examples will show you the layout of the cards.



LION

Cost: Any herbivore + zebra or wildebeest

Benefit when played: One point per lion, zebra and wildebeest in your park.

Carnivore

Big Five

The card features a lion illustration, a red star icon in the top left, and a bottom section with three icons: a zebra with a '1', a lion with a '1', and a wildebeest with a '1'. A leaf icon is in the bottom right.



ZEBRA

Cost: 2 grass

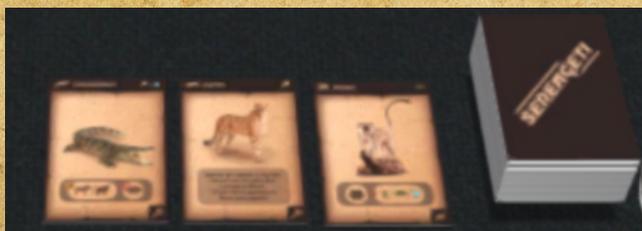
Benefit when played: Two coins per zebra-wildebeest pack in your park.

Herbivore

The card features a zebra illustration, a '2' icon with a grass symbol in the top right, and a bottom section with a '2' icon and icons of a wildebeest and a zebra. A leaf icon is in the bottom right.

Drawing Animal Cards

When you draw an animal card you may select one of the three face-up cards or take a card from the top of the deck. Place this card in your hand.



For example, a player could draw the crocodile, the cheetah, the monkey or take a card from the deck.

Symbols used:

& (AND)
you need to have all that are indicated.

/ (OR)
you can choose between options.

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Animal Cards

Playing Animal Cards

Playing an animal card consists of taking a card from your hand to place it in your park and then obtain its benefits.

To play an animal card you must first pay its cost shown in the top right corner.

- You decrease the value on your counter according to the value shown on the card.
- In the case of carnivores: you must discard the amount and species of animal shown on the card. To discard them, take them from your park and leave them on your personal animal discard pile.

After paying its cost, place the card in your park. Herbivores must be placed in the herbivore section and carnivores in the carnivore section. If you already have this species in your park, place the card on top of the other cards of this species.

Once placed, receive the benefits shown on the card. The card that was just played counts while calculating these benefits, but animals that were discarded to play this card don't count since they are no longer in your park.

Example: Playing a lion when I only have two wildebeest and one gazelle in my park:

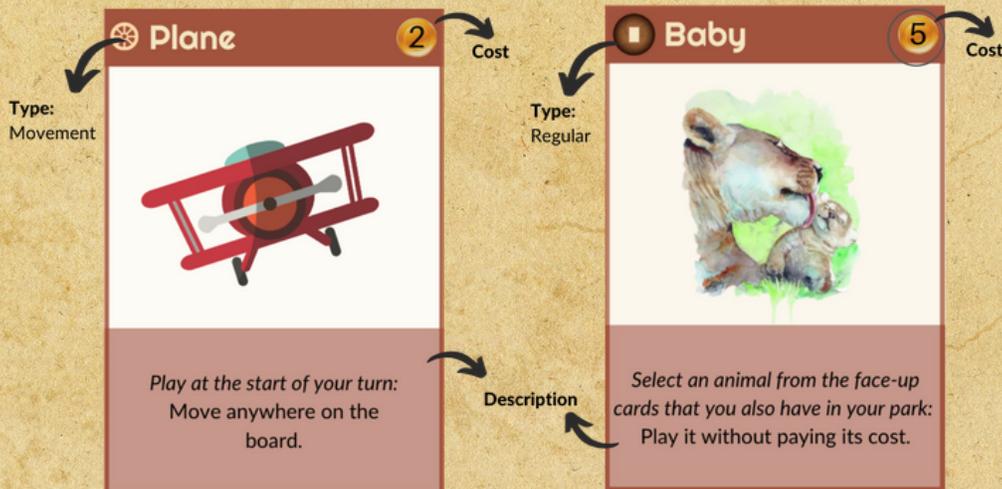
- I choose to pay one wildebeest and one gazelle. I remove these cards from my park and place them in my animal discard pile. (Lions cost 1 wildebeest or zebra and 1 of any herbivore).
- I place the card in an empty space in the carnivore section.
- Increase the points counter by 2, because I now have one lion and one wildebeest. (Lions give points for every lion, wildebeest and zebra in your park.)

Example: Playing a wildebeest when I already have two in my park:

- Subtract two from the grass counter.
- Place the card on top of the other wildebeest that were already in my park.
- Increase the coin counter by 3, because I now have 3 wildebeest in my park, and wildebeest give you one coin per wildebeest in your park.

Action Cards

These cards represent special actions you may perform during the game, all of which provide the player with some sort of benefit. The following examples will show you the layout of the cards.



Drawing Action Cards

Draw a card from the top of the action card deck. Place the card in your hand.

Playing Action Cards

To play an action card you must:

- Pay the cost, shown on the top right corner.
- Perform the action shown on the card.
- Discard the card in a general action card discard pile.

Types of Action Cards

There are 4 types of action cards. Each is indicated by a different icon on the top left corner of the card.



Regular: they must be played on a tile that has the play action card as its primary action.



Movement: they are played at the start of your turn as your movement.



Resources/Coins: they are played after performing a primary action where the player obtains either resources or coins.



Reaction: they are played as a reaction to another action card being played.

Safari Cards

These cards are used to do a Safari. At the start of the game you'll receive 5 and you can't obtain more during the game. These cards show the benefits you will obtain if you do a Safari in October, November or December.

TIP!

Safaris are the best way to win points. Analyze your cards and create your strategy according to the cards you drew.

Play a Safari Card: Do a Safari

You may only play a Safari card on the center tile during the months of October, November, or December. You don't have to pay other players in this tile. When playing, show the card and immediately receive the benefits of the current month and all following months.

It's not necessary to do a Safari every year. Once you do a Safari you can't move or perform actions until the year is over, your turn is skipped until January of the following year.

Symbols used:

 Number of herbivore species

 Number of carnivore species

 Number of this animal you have in your park.



For example:

- If you play Diverse in October: in that turn you receive one animal card per carnivore species you have in your park + one coin per herbivore species you have in your park + one point per species of carnivore and one point per species of herbivore you have in your park.
- If you play Ruminants in November: in that turn you receive one animal card per impala you have in your park, one action card per gazelle you have in your park + 4 points per impala-gazelle pack you have in your park.
- If you do a Safari in December: you only receive the benefits shown for December.

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Workers

In Serengeti you may hire workers to help you build a better park. You may have up to 3 workers which will give you different benefits. A farmer is shown.



Hiring Workers

You may hire workers in the "Hire Worker" tile.

You must:

- Pay their cost indicated on the top right corner
- Place the worker on an available worker space in your park.

Firing Workers

You may fire workers whenever you want on your turn. To do this you must:

- Pay one coin
- Remove the worker from your park and place it on the worker section.

Vehicles

During the game you may buy vehicles to have different abilities. You may only have one vehicle at a time. Motorcycle is one example.

Buying a vehicle

Vehicles are bought in the "Buy Vehicle" tile.

To buy a vehicle you must:

- Pay its cost indicated on the top right corner
- Place it on the vehicle spot in your park.

Returning a vehicle

On your turn, before performing your movement, you may return your vehicle. Remove it from your park and return it to the vehicle section. You don't pay or receive coins when you return a vehicle.



Animals Glossary

Herbivores



Cost: 2 grass
Benefit: 1 coin for every wildebeest in your park.



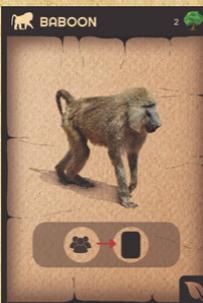
Cost: 2 grass
Benefit: 2 coins for every wildebeest-zebra pack in your park. (Ex. if you have 3 wildebeest and 2 zebras, receive 4 coins.)



Cost: 1 grass
Benefit: nothing



Cost: 1 tree
Benefit: the two players adjacent to you must give you a resource of their choice. If a player has no resources, he doesn't give you anything.



Cost: 2 trees
Benefit: the two players adjacent to you must give you an animal card of their choice (from their hand to your hand).



Cost: 1 tree
Benefit: 1 coin



Cost: 1 grass+1 water
Benefit: use it to replace another herbivore as a carnivore cost. (Ex. play a cheetah discarding a warthog instead of a gazelle).



Cost: 3 trees
Benefit: 4 points



Cost: 5 grass
Benefit: 1 point and 1 coin for every buffalo in your park.

***One of the Big Five.**



Cost: 10 grass
Benefit: 5 points

***One of the Big Five**



Cost: 2 grass, 2 water, and 1 tree.
Benefit: 1 point and 1 action card for every elephant in your park.

***One of the Big Five**



Cost: 3 grass +3 water
Benefit: if you don't have crocodiles in your park, you receive 2 points+5 coins. If you have 1, you receive 3 coins. If you have 2 or more crocodiles, you receive 1 coin.

Animals Glossary

Carnivores



Cost: 1 gazelle or impala
Benefit: 1 point and 2 coins for every wild dog in your park.



Cost: any herbivore and 2 water.
Benefit: if the discarded herbivore was a wildebeest or zebra you receive 3 coins. If it was a hippo you receive 3 points. Otherwise you don't receive anything, even if you discarded a warthog.



Cost: 1 gazelle
Benefit: move to an adjacent space (you can't use a vehicle ability, flight or action card). Perform the action twice, you don't have to pay other players on the tile.
 If you move to the safari tile, you don't play two cards.



Cost: any herbivore.
Benefit: 1 point for every 3 cards in your animal discard pile. The card you discard to play the hyena counts as a card in your animal discard pile.



Cost: Any herbivore and either a zebra or a wildebeest (two herbivores in total).
Benefit: 1 point for every lion, zebra and wildebeest in your park.

*One of the Big Five



Cost: 1 tree, any herbivore and an impala.
Benefit: 5 points if its your first leopard, 3 points if its your second and 1 point if its your third. There are only 3 leopards in the game.

*One of the Big Five